

## 1 Claims

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3 1. Method for transferring data between a first computer (1)  
4 and a second computer (2), wherein:

- 5 - quality-reducing events resulting in a deterioration in  
6 the quality of the transferred data are detected;  
7 - the quality-reducing events are logged;  
8 - the first computer (1) being a server and the second  
9 computer (2) being a client;  
10 - at least some of the quality-reducing events being  
11 detected in the client and reported to the server by  
12 means of a feedback message;  
13 - at least some of the quality-reducing events being  
14 detected in the server.

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16 2. Method according to Claim 1, wherein digitized video  
17 images are transmitted and the following quality-reducing  
18 events are detected:

- 19 - freezing of video images;  
20 - artifacts in video images;  
21 - reduction in the sharpness of video images.

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23 3. Method according to Claim 1 or 2, wherein the costs to be  
24 paid by a user for data transfer are calculated as a  
25 function of the logged quality-reducing events.

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27 4. Method according to one of the preceding Claims, wherein  
28 the feedback message contains quantifying measures by  
29 means of which the particular quality-reducing event is  
30 categorized and/or specified.

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32 5. Method according to one of the preceding Claims, wherein  
33 the RTP/RTCP protocol (RTP = Real Time Protocol; RTCP =

1 Real Time Control Protocol) is used and the feedback  
2 message is communicated in the RTCP protocol.

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4 6. Method according to one of the preceding Claims, wherein  
5 the feedback message contains one or more bits,  
6 specifically one byte.

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8 7. Method according to one of the preceding Claims, wherein  
9 the transmitted data rate is detected by the server and  
10 the data rate received at the client is detected by the  
11 client and reported to the server, the server detecting a  
12 quality-reducing event if the difference between the  
13 received and transmitted data rate exceeds a predetermined  
14 value.

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16 8. Method according to one of the preceding Claims, wherein  
17 data losses are detected by the client which reports them  
18 to the server, the server detecting the occurrence of a  
19 quality-reducing event as a function of the size of the  
20 data losses.

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22 9. Method according to Claims 7 or 8, wherein the RTP/RTCP  
23 protocol (RTP = Real Time Protocol; RTCP = Real Time  
24 Control Protocol) is used and the received data rate  
25 detected by the client and/or the data losses detected by  
26 the client are communicated in the RTCP protocol.

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28 10. Method according Claim 8 or 9, wherein the client has a  
29 buffer whose size is known to the server, said server  
30 being informed by the client in the event of data losses  
31 as to what data has been lost, wherefrom the server  
32 calculates the occupancy level of the buffer and

determines thereby the occurrence of quality-reducing events.

11. Method according to Claim 10, wherein the RTP/RTCP protocol (RTP = Real Time Protocol; RTCP = Real Time Control Protocol) is used and the information as to what data has been lost in the event of data losses is communicated to the server via an extension in the RTCP protocol.

12. Method according to one of the preceding Claims, wherein the quality-reducing events detected in the server and in the client are compared and only the quality-reducing events that were detected by both the server and the client are logged.

13. Method according to one of the preceding Claims, wherein the data is transmitted in the form of data packets, specifically via the IP protocol (IP = Internet Protocol).

14. Data network, comprising at least one first and at least one second computer, the data network being designed such that data can be transmitted between the first and the second computer according to a method as claimed in one of the preceding Claims .

15. Data network according to Claim 14, wherein the data network comprises an IP network (IP = Internet Protocol) and/or a UMTS network (UMTS = Universal Mobile Telecommunications System) and/or a WLAN network (WLAN = Wireless Local Area Network).

- 1 16. Computer program product which has a storage media on  
2 which a computer program is stored with which a method  
3 according to one of Claims 1 to 13 is carried out when the  
4 computer program is run on a computer.